Karin Larsen, Ford Brockman, Chris Burns, Olga Nnedu, Cliff Sons
Quality Research, Inc.
4901 D Corporate Drive
Huntsville, AL 35805
(256)842-0026
e-mail: larsen@rdbewss.redstone.army.mil

Laurie Fraser
AMCOM
Lab Manager, Advanced Prototyping, Engineering and Experimentation Lab
Redstone Arsenal, AL 35898
(256)842-0942
e-mail: laurie@rdbewss.redstone.army.mil

Dr. Bill Hopkinson
Science Applications International Corporation
12479 Research Parkway
Orlando, FL 32826-3248
(407)306-4740
e-mail: William.C.Hopkinson@cpmx.saic.com

Simulation Interoperability using the Synthetic Common Operating Environment in Simulation Based Acquisition

This paper describes the Synthetic Common Operating Environment (SCOE) software system which enables Simulation Based Acquisition for future combat systems. The paper discusses how the SCOE system allows the user to reconfigure currently existing entities, prototype new entities, develop conceptual components and attach them to entities, build Computer Generated Forces, plan experiments, attach composable behaviors and analyze these new entities in large scale battlefield simulations, and collect experiment data for Run time and After-Action-Review on either a Distributed Interactive Simulation (DIS) network or a High Level Architecture (HLA) network. The paper will also discuss how the current SCOE software system interoperates with both the IDEEAS and OTB simulations but is easily configurable to enable other simulations to take advantage of the SCOE concept